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About This Content

Ultimate Night Environment X is a comprehensive texture package that features over 300 new night textures that greatly enhance the lighting of all cities and towns throughout the world in FSX: Steam Edition. Cities, towns, and airports worldwide come alive at night with enhanced and detailed night textures.

Best of all, frame rate friendly! Therefore, you can rest assured that it will not affect performance in any way.

Features:

- Over 300+ new night textures bring all cities and towns throughout the world to life.
- New added lighting to buildings in Europe and Africa that had no lighting before.
- Enhanced night lighting for Highways, Freeways and Roadways.
- Enhanced night lighting for vehicles and traffic
- Enhanced night lighting for auto-gen buildings around the world
- Frame rate friendly.

Title: FSX: Steam Edition: Ultimate Night Environment X Add-On

Genre: Simulation

Developer:

Zinertek

Publisher:

Dovetail Games - Flight

Release Date: 14 Dec, 2017

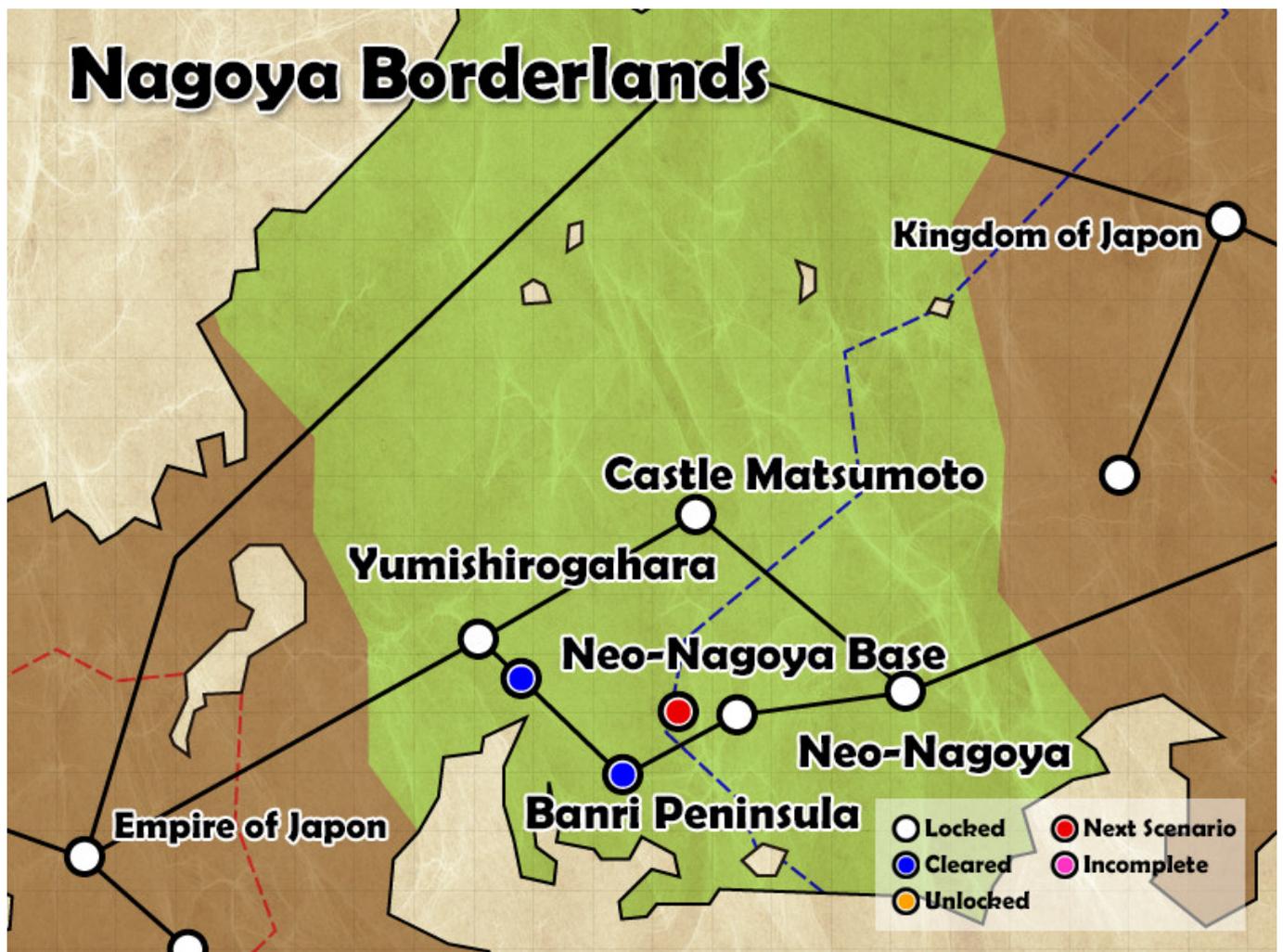
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English





Nagoya Borderlands



My first simulator and last simulator

Just puked up because of my motion sickness lol

I bet it's a good game, just not for me. Challenging. When I got this I thought, easy no brainer and easy achievements. Umm, yeah about that easy, no brainer, it was deceiving.

Its a great game!. Enjoyed it as much as the first one.

This one has more dialogue and clearer story.

It's a sad story, but as always the game art itself is beautiful.

. This game is...kinda awful. I feel I gave it a fair shot - some old games take some getting used to - but it just didn't grow on me.

When you start the game, there's a message that asks you to put in the game CD. Seeing as how this is a digital copy, that is not possible to do, so you're just kind've left without music. While it doesn't bother me personally as the music is probably awful, this may be a major turn-off for other players and doesn't start the "epic adventure" out very well.

The enviroment is made up of static rooms - large red arrows indicate where the next rooms are. You can activate a map to see all of the rooms and areas you may not have explored yet, but it pretty much covers the screen, and I didn't find any way to change the opacity, size or location of the map. While I'm fine with doing things the old fashioned way and just remembering what rooms are important, it's really inconvenient, and other games in the genre have executed a simple map function much better than this.

The art isn't bad, but it is extremely similar to....well, Diablo. It's mediocre, doesn't stand out in the genre.

The one-liners....mein gott. They're cheesy and annoying. The story is thin, unimaginative.

The loot is what I'd call few and far between. You can walk into a room, fight 5 skeletons guarding a chest, and open the chest to find nothing inside. You sometimes run into an old woman that gives you mana/health pots and a wizard (who you save at the very beginning) that hands you some special item once in a blue moon.

There's no skill set or any real system for character progression. You can rarely get better armor, weapons, and some consumables that give you stats. Because this system is rather insufficient, repeatedly getting empty rooms full of enemies doesn't get easier. I'm not saying we should get rid of challenging fights, but the difficulty curve is a little steep.

If they intended this to be a semi-successful knock-off to fill in the space between Diablo and Diablo II, it failed. There are other games in this genre that have aged better - don't spend your money on this one.. This game is AMAZING!!! for about 30 minutes.

the 360 no scope arena is bland and repetitive. i would like to see new maps skins and other game modes. after getting a kill all you get is some lame air horn and the screen gets slightly more bright... please add more effect after getting a kill. maybe add kill streaks (5 kills 10 kills double kills).

5/10

great to play with friends but gets boring and repetitive.

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